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EUROPEAN PATENT APPLICATION

Int. Cl.4: **F41G 7/00** , **F41G 3/26**

② Date of filing: 12.09.88

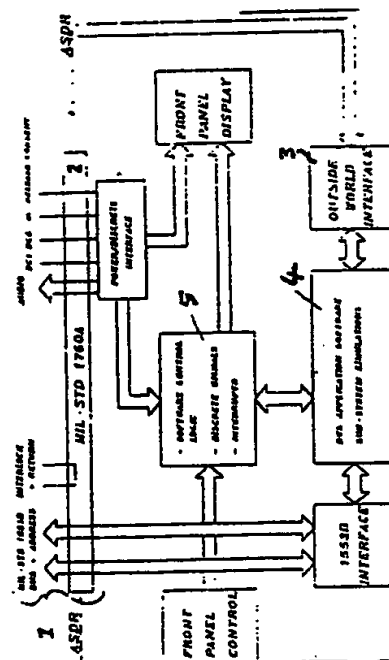
**71 Applicant: BRITISH AEROSPACE PUBLIC
LIMITED COMPANY
11 Strand
London WC2N 5JT(GB)**

**(72) Inventor: King, Anthony Stephen British
Aerospace plc
Dynamics Division Manor Road
Hatfield Herts AL10 9LL(GB)
Inventor: Waters, Toby Bryant British
Aerospace plc
Dynamics Division Manor Road
Hatfield Herts AL10 9LL(GB)**

7a Representative: Dowler, Edward Charles et al
British Aerospace Public Limited Company
Corporate Patents Department Brooklands
Road
Weybridge Surrey, KT13 OSJ(GB)

Ⓔ Digital weapon simulator.

97) For testing air weapon systems which may be still at the design stage and the interaction of such systems with the launch aircraft, there is proposed a digital computer system in which there is implemented a missile to aircraft pylon interface, i.e. the drivers and such for say the MID-STD-1760 or 'Stanag' interface and a weapon simulator coupled to the interface. The weapon simulator is preferably modular so that parts of it may be inhibited and replaced by the appropriate real hardware items making up the eventual weapon as and when these items are prototyped. The aircraft itself would be real or it could be simulated by an aircraft avionics systems rig.



DIGITAL WEAPON SIMULATOR

Some advanced air launched weapons, especially contemplated future weapons, require a capability for quite extensive digital data exchange with the launched aircraft. As a result, a major element in the design of such weapons is directed towards their integration with the data transmission system of the aircraft. A standard interface, called the MID-STD-1760 interface, has been introduced but this is not able, at least at present, to provide a fixed solution to the integration problem, i.e. practical differences say in data exchange protocols, polling strategies, information rates, data accuracies and cycling requirements between the various aircraft and weapon systems will inevitably arise. As will be appreciated, it would be of great advantage to resolve these integration problems before any equipment design is committed to hardware and the object of this invention is to provide a means for enabling this to be accomplished.

According to the invention there is provided a computer system in which there has been implemented a pylon interface for connection to a real or simulated aircraft data transmission system, and a weapon simulator coupled to said interface for onward transmission with said aircraft data communication system and operable to actively reproduce the characteristics of a weapon as seen from the aircraft.

For a better understanding of the invention reference will now be made, by way of example, to the accompanying drawing, the single figure of which is a functional diagram of a weapon simulator coupled to a simulated aircraft data transmission system.

In the drawing, an aircraft data transmission system with a target simulator 1 are connected via respective interfaces 2 and 3 to the simulator which has software defining weapon simulations 4 and a control monitor module 5. The interface 2 comprises a hardware pylon interface, for example a mechanical arrangement in which all the connections specified by the MID-STD-1760A are implemented, and the necessary software portion of the interface, i.e. the interface driver and so on.

Particularly in relation to the development of aircraft data systems, it is known to 'simulate' parts of weapons by the simple connection to a weapon interface of passive components, for example resistors may be connected to the interface to act as loads for signals supplied by the aircraft system. The present simulator does much more than this however, namely it actually acts very substantially like a proposed real weapon in an active manner, e.g. by receiving and processing data from the

aircraft system and passing back to the aircraft system. As a result the correct integration of the proposed weapon with the aircraft can be checked. A real weapon would of course receive some information other than from the launch aircraft - for example it may comprise a homing head which is required to lock onto a target in the 'real world'. The interface 3 and target simulation system acts to provide this 'outside world' information to the weapon simulator.

Advantageously the simulator is made so as to be readily adaptable and adjustable as regards information rates and so on and also in modular form so that various simulated items making up the weapon can be 'switched off' and replaced by an example, when made, of the real item so as then to check the operation of that real item in the context of the overall weapon.

Claims

1. A computer system in which there has been implemented a pylon interface for connection to a real or simulated aircraft data transmission system, and a weapon simulator coupled to said interface for onward transmission with said aircraft data communication system and operable to actively reproduce the characteristics of a weapon as seen from the aircraft.

